

## COLOR ACTIVITIES CAMPER COPY

```
10 GR. 5+16
20 COLOR 1
30 PLOT 4,4
40 DRAWTO 70,4
50 DRAWTO 70,35
60 DRAWTO 4,35
70 DRAWTO 4,4
90 GOTO 90
```

Add these lines:

```
75 FOR WAIT=1 TO 1000:NEXT WAIT
80 COLOR 0
```

and change line 90 to:

```
90 GOTO 30
```

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### CHALLENGE:

Write a program for one of the following:

- a. Draw a box whose sides are different colors.
- b. Draw a figure in GRAPHICS 8. Make the background color and the border color different from that of the figure and different from each other.
- c. Draw a figure that erases itself. Start with GRAPHICS 7 and then change the program to use GRAPHICS 3 and then GRAPHICS 5. Compare the results.

# COLOR ACTIVITIES CAMPER COPY

```
GR. 3
COLOR 1
PLOT 4,2:DRAWTO 36,2
COLOR 2
PLOT 4,4:DRAWTO 36,4
COLOR 3
PLOT 4,6:DRAWTO 36,6
```

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```
10 GR. 3
20 COLOR 1
30 PLOT 2,2:DRAWTO 38,2
40 COLOR 2
50 PLOT 2,4:DRAWTO 38,4
60 COLOR 3
70 PLOT 2,6:DRAWTO 38,6
```

Run the program and then add:

```
35 SETCOLOR 1,10,7
```

Run the program again and then add:

```
15 SETCOLOR 0,_,_
55 SETCOLOR 2,_,_
```

filling in the blanks with your choice for  
color and luminance.

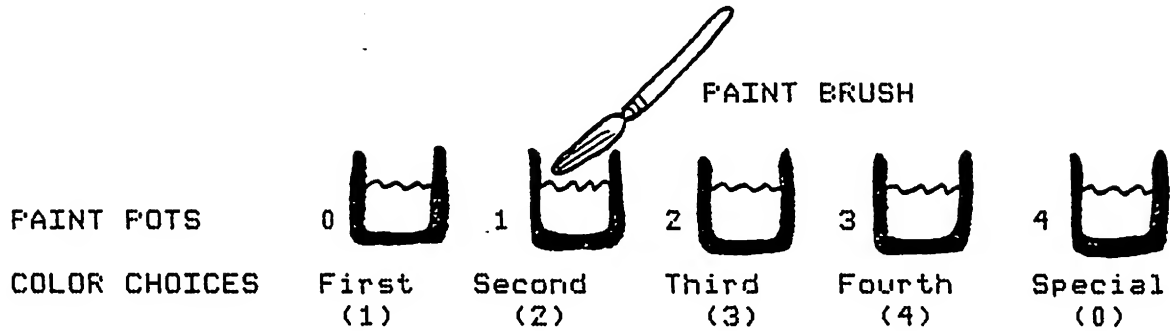
Change the number following COLOR in line 40 to 0  
and run the program.

See if you can change the COLOR numbers to  
"erase" all of the lines on the screen.

## USING COLOR

PAINT HUES            0=Grey   1=Gold ... 14=Green   15=Orange

PAINT LUMINANCES   0=Dark   ...   15=Bright



HUE = 0 TO 15  
LUM = 0 To 14  
POT = 0 To 4

SETCOLOR POT,HUE,LUM      Fills the appropriate pot with the paint of the corresponding HUE and LUM.

COLOR CHOICE              Dips the paint brush into the Corresponding CHOICE. Whatever color is in that POT is the color we will have on our brush. The color in the pot can be changed using SETCOLOR or we can choose a different POT to dip the brush into by using COLOR.

The chart below shows the relationship of the "paint pot" and the "paint brush".

<u>paint pot</u>	<u>paint brush</u>
SETCOLOR 0,_,_	COLOR 1
SETCOLOR 1,_,_	COLOR 2
SETCOLOR 2,_,_	COLOR 3
SETCOLOR 4,_,_	COLOR 0

# SETCOLOR ACTIVITIES CAMPER COPY

Experiment with SETCOLOR by typing in:

SETCOLOR 2,2,4

These are the values you can use:

Color Register	0-4
Hue	0-15
Luminance	0-14

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```
10 GR. 9
20 SETCOLOR 4,5,0
30 FOR X=0 TO 15
40 COLOR X
50 PLOT X,0
60 DRAWTO X,191
70 NEXT X
80 GOTO 80
```

## COLOR CHART

<u>COLOR NUMBER</u>	<u>APPROXIMATE COLOR</u>
0	GRAY
1	GOLD
2	ORANGE
3	RED-ORANGE
4	PINK
5	PURPLE
6	RED-BLUE
7	BLUE
8	BLUE
9	LIGHT BLUE
10	TURQUOISE
11	GREEN-BLUE
12	GREEN
13	YELLOW-GREEN
14	ORANGE-GREEN
15	LIGHT ORANGE

---

### SETCOLOR "DEFAULT" COLORS

<u>REGISTER</u>	<u>COLOR #</u>	<u>LUMINANCE</u>	<u>COLOR</u>
0	2	8	ORANGE
1	12	10	GREEN
2	9	4	DARK BLUE
3	4	6	PINK OR RED
4	0	0	BLACK